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UNAUTHORIZED GUIDE
TO THE SHAREWARE LEVELS

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Prima's Quake™ Game Secrets

Unauthorized Guide to the Shareware Levels

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Thank you, one and all. We know you're looking forward to the full-version release of *Quake* as much as we are ...

INTRODUCTION: THE NEXT STEP

THE FIRST thing that strikes you, the first time you play *Quake*, depends on your affection for 3D gaming in general. Having blasted our share of bad guys, booting the *Quake* shareware for the first time was something akin to opening a present, one that you knew you were going to get, but couldn't wait to open, anyway.

And the most amazing thing about *Quake*, from the perspective of gleeful gamers, has got to be that it lives up to all the hype. Perhaps even transcends it. This is, after all, simply glorified *Doom*. But what a glorification.

PRETTY VIOLENT

Not only does *Quake* deliver in the pure visceral sense—just wait until you unload Quad Damage on a Grunt—but it succeeds in being pretty to the point of enthralling. The world unfolds seamlessly, with complex textures and shading.

But then, you probably know all that. And first and foremost, this book is about things you may not know, secret places and strategies that make the *Quake* experience even more captivating.

POTENTIAL Strategy

We make no pretense of deep insight here. Again, what we're talking about is *Doom* on a grand scale. If you've ever knocked around the likes of *Doom*, *Hexen*, or *Duke Nukem*, you get the general idea.

And even the bag of tricks here isn't a radical departure from that of *Doom*. More like subtle adjustments—refinements, if you will.

So we're taking the easy way out, and assume that if you've purchased this book, you've probably come far enough in the 3D gaming world that we don't have to tell you what the directional arrows are for.

If you are in desperate need of a primer—your friends roll their eyes when you question them sincerely on matters such as acquiring ammo—check out the `manual.txt` file that comes as part of the shareware. Consider that basic training.

From our own strategic standpoint, what we've done here is to give you our specific insights on the subtle differences between this game and any other. Most of *Quake's* features are familiar, but utilizing them in the most effective way—realizing your potential in terms of manipulating those subtle differences—can be a nuisance if you have to stumble over every nuance yourself. We hope we've streamlined the process.

Oh Yeah: THE MAPS

Of course, our sterling prose and insights aside, the best thing we have to offer you is the detailed maps that accompany the walkthrough for each mission.

Since *Quake* doesn't include an automap feature, getting oriented can be one of the game's most vexing aspects. These maps probably won't win any major awards—we rendered them lovingly ourownelves—but they can provide invaluable aid as you try to find your way through strange new territory.

Usually, blowing things out of proportion is something we pride ourselves in, though in the case of these maps you might not find that such an endearing trait. Nonetheless, all the pertinent info is there, even if the relative scale tends to fluctuate. And we've clearly marked every Secret Area. The walkthrough and maps together should get you where you need to go in style.

MAKING THINGS DIFFICULT

We wrote this book from the standpoint of the Normal skill level, since we figured most people would test that mode of play before graduating to something tougher.

Realize that if you crank up the difficulty to Hard or Nightmare, you'll discover significant differences in the monsters you'll battle. There are even instances when small rooms—containing more enemies—open up at higher difficulty levels. More so than any other 3D game we've played, the subtle differences in *Quake's* skill levels actually expand on the game, influencing monster placement as much as monster toughness.

After the first few levels, you might want to crank it up a little, just to see what that feels like. Remember that your options aren't limited to just starting another game: Using the cheat code in Chapter 5, you can actually

change the difficulty level of the current game, and thus not sacrifice any of the goodies you've gathered.

TO THE DEATH(MATCH)

Of all *Quake's* advancements in 3D look and feel, a more concrete leap forward concerns the structure of a game in progress, and how that relates to Deathmatch play.



NOTE

Before you start a single-player game, check which multiplayer status setting you want. You have two choices—Deathmatch or Cooperative play. Unlike Doom or any of its clones, there is no real single-player game. In other words, *Quake* thinks of single-player games as multiplayer games with only one player.

What does this mean in terms of actual game play?

When you play against the computer with your multiplayer setting on Deathmatch (the default), the game reloads the mission from scratch when you die (unless you re-load a saved game). The monsters you killed are alive and well, all items are back where they should be. It's a clean slate. However, if your multiplayer setting is Cooperative (again in single-player action), when you die the game re-loads where you left off. This means all the monsters you killed stay dead, and every item you grabbed is gone. However, if you find your cold corpse you can loot it—he didn't need it anymore anyway.

Be sure you check out the chapter on Deathmatch for specific insights, along with tips for best utilizing all the bells and whistles. *Quake* supports options like team play, where your shots won't harm your buddies, and even allows players to enter a game that's already underway. Cool stuff you should know about.

ON WITH THE SHOW

Prior to the walkthrough, give the other chapters a quick look. There won't be a test afterward, but knowing up front the best way to handle the individual monsters, as well as the value and importance of some of the power-ups, can make the trip a little less confusing. Later, if you have a particular problem, you'll be familiar enough with the book to find the answer quickly.

Finally: Enjoy! We sure did. All of a sudden, the future of 3D gaming is now. Do your part.

QUAKE Tactics

Thriving, NOT simply surviving, in the *Quake* environment is a trick in itself. Fortunately, you'll accomplish it easily with some basic skills and some judiciously applied savvy.

And thriving is the key to enjoying the game completely—there's little glory (and very little fun) in getting hammered from one end of an episode to the other with no respite to pause and sniff the slime, as it were.

This section expands on some basic movement options, and points out strategies that are probably pretty familiar to those who've played a 3D adventure before. The best teacher, of course, is practice. Brief yourself, and cross-reference the Combat Tactics with our specific recommendations for battling each monster in Chapter 2.

GENERAL EXPLORATION Tactics

The world of *Quake* (monsters aside) can be hazardous simply by virtue of the traps and terrain. A few things to consider, then, even when the monsters aren't nipping at your heels, or hacking out your guts:

NOTE

Probably the best thing you can do for yourself, if you've played another 3D game enough to feel comfortable with the controls, is to re-map the keyboard to that familiar configuration. The range of movement options in *Quake* isn't any larger than in most other 3D games on the market. Re-mapping the keyboard is easily accomplished in *Quake* under the Options menu.

SAVING THE GAME

Of course, the standard gamer's credo is, "Save Early, Save Often." This becomes an essential part of enjoying the action, especially when playing a game for the first time. In short, saving often prevents you from having to replay large chunks of dungeon upon your untimely demise.

In *Quake*, note that a single Save slot functions as two—when you go through the Game Files menu to save your game, there it sits. But, while you're playing,

you can also Quick Save to the same slot without overwriting the game you saved using the Game Files route.

In effect, you can use the Game Files save when you're feeling pretty good about your accomplishments (when you're in good Health, have plenty of ammo, and are not in a precarious position).

The Quick Save functions as a kind of tether to the main Save slot. It allows you to extend yourself a little further from the comfort zone of the full Save. Think of it as a "See What Happens" option. Accessing the different saved games follows logically: The Quick Load cues up the game from the last point you Quick Saved, whereas a Load through the Game Files menu brings up the last game you saved there.

OPENING DOORS, THROWING SWITCHES

One of the nicest things about *Quake* is that you no longer have to open each door and throw each switch manually. Just walk right up; if there's an action that can be performed, you'll trigger it just by being there. However, some switches require that you shoot them from a distance, and likewise some doors must be shot to gain access to the rooms they conceal.

ALWAYS RUN

Go under your options menu and set the Run option so it's always on. If you need to start off slowly with *Quake*, play the game in Easy mode. The plodding pace when you're not in Run mode serves no purpose—other than to make you easy prey for your enemies.

WATCH YOUR STEP

Quake often requires you to negotiate hazardous areas where a misstep can cost you more than most monster attacks. When you must leap, or have just completed a difficult one, point your view directly down at your feet, and orient yourself properly. You can't actually see your feet, of course, but you can tell if you're standing in a relatively stable position, or if you're about to slip off the edge of a platform.

MASTER THE ART OF JUMPING

One of the most vexing components of *Quake* gameplay can be the properly executed jump. Unlike games such as *Duke Nukem 3D*, *Quake's* jumping parameters seem a little strict. As a rule, you need some kind of a running start to jump an appreciable distance. Even if you're standing on a relatively small platform, like the top of a switch, it behooves you to back up as far as you can, and take that half step before making the next leap. Otherwise, you tend to hop lamely from your perch and go nowhere. Conversely, if you get a good run at a chasm, you'll be pleasantly surprised at your leaping ability. If you're used to judging jumpable distances in other 3D games, you'll need to re-calibrate the upper limits when making those evaluations here.

Diving

Occasionally, you'll want to jump in water (or maybe even slime) to explore. Slime surfing requires a Biosuit, or your skin peels off in about 20 seconds. In water, you'll hold your breath for a considerable amount of time before you begin to register damage. You've usually got enough time to determine if you've got any good reason to be swimming around, or if you've just been wasting time. Note that you can surface at any time by pressing the **Spacebar** (or any key you've designated to be your Jump key).

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COMBAT Tactics

Combat in *Quake*, as with all the best 3D action games, is a combination of brute strength and finesse in varying amounts. Generally, the tougher the opponent, the more of each you must bring to bear.

Beginning with the Ogre, you realize there's more to combat success than simply trading punches. You must study your adversary, and figure out what his specific weaknesses might be. As we said before, refer to Chapter 2 for specific monster analyses.

That done, you apply appropriate tactics with a combination of brawn and wile to gain the upper hand. For instance ...

STRAFING

Yes, it's another 3D gaming standard, but *Quake* is damn near impossible to survive at the harder skill settings unless you can avoid some incoming fire. The most effective way to do that, and get in some licks of your own, is the time-honored strafe. Strafing through a doorway—sliding by and firing—is the single most effective way to deal with Shamblers when you're low on nails. Monsters of this size are too big to get through most doors, and they telegraph their attacks, giving you time to dodge.

An Option Menu item in *Quake* allows you to strafe automatically (using the keys you normally use to pivot) while you gaze upward. That comes in very handy.

ATTACK ANGLES

There probably never has been a 3D game that pays as strict attention to attack angle as *Quake* does. To date, most other 3D action games let you get away with pointing in the general direction of a foe, with little regard to the target's elevation relative to your own position. Such is not the case in the land of *Quake*. Sure, you can still hit that Scrag by shooting 10 feet below it, but it'll take three times as many shots to finish it off. Meanwhile, you'll take damage and burn ammo like crazy. Get used to adjusting your angle of attack, up or down and side to side, and you'll notice a remarkable increase in the damage you inflict.

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Mix It Up

Most of the monsters you meet share some exploitable tendencies. Probably the most satisfying of these is their homicidal attitude toward each other. You can't always count on it, but when you strafe a horde of foes, odds are a few monsters will catch flak from their brethren, and take exception. Better they whack on each other than you.

LIE IN WAIT

The corollary to the above tactic concerns what you should do while the monsters sort out their personal conflicts. Hopefully (unless you've been running in a

blind panic), there's relatively clear ground behind you in the dungeon—an area you've already blasted through. That being the case, and knowing that any monsters not trading punches will immediately hunt you down, look for vantage points in case you have to double back and play sniper. Note the monsters' initial position in each room: That's usually a good indicator of the prime spots from which to stage an ambush.

CONSERVE YOUR RESOURCES

At higher levels of difficulty—Hard and Nightmare—it's essential to attend to your rate of fire and to be extra mindful of taking on refills. Don't waste ammo over your maximum by picking up crates that only net you a few shells. If you have 98 Shotgun Shells, walk around that big box and come back for it when you can better benefit from a substantial reload.

Quake Tactics

RUNE THEIR DAY

When you claim one of the rune power-ups, do so with foresight. If you stand around congratulating yourself while half a Quad Damage charge dissipates, you need to get a clue. Assuming the rune has served its intended purpose, in your strategic estimation, go ahead and Quick Save the game. Then sprint into the next room and open fire. What's the worst that can happen?

SOME NOTES ON ZERO-G

The only time you encounter Zero Gravity in *Quake* (at least in the shareware) is in "Secret Mission: Ziggurat Vertigo." Check that mission's walkthrough for specific combat advice and general strategies for surviving and thriving in the moon-like gravity.

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THE ESSENTIALS

A NEW LEXICON of mayhem comes part and parcel with the new *Quake* shareware. The following pages detail the monsters, weapons, and items you'll encounter during exploration.

In addition to simple explanations, we include our recommendations and observations regarding game-world objects, animate and otherwise. Most of our brilliant insights become apparent with a little experimentation, though a couple of quirks here and there may take some stumbling around before you grasp them. At the very least, then, these pages hopefully will save you some time-consuming trial and error.

GUNS AND AMMO

The *Quake* shareware features an impressive assortment of implements for inflicting pain and death, some with familiar effects, and some rather unique impacts (as it were). Along with each weapon, you'll find an account of the ammo required, and the amount found in a small ammo box. As a general rule, a large box holds twice as many refills as the small version.

AXE

The basic Axe is the default weapon of Quakedom. In a pinch, perhaps you could whack someone to death, but

hopefully it won't come to that. When playing Deathmatch, try fighting with "Axes Only." It's the next best thing to being a real-live axe murderer.

SHOTGUN

The simple Shotgun is your starter weapon, a tool with limited range and effect on the con side. But then again, it's a hell of a lot better than swinging that Axe at everyone you meet. A small box of Shotgun Shells holds 20 cartridges.

DOUBLE-BARRELED SHOTGUN

Early in the first mission you lay hands on the Double-barreled variety of the Shotgun. We have no doubt it will quickly become your weapon of choice for general patrolling purposes. You'll find it strong enough to get the attention of most foes, but unsuitable for fighting major badasses. A small box of Shotgun Shells holds 20 cartridges.

NAILGUN

The Nailgun is a treat, though it goes through ammo at an impressive rate. Its rapid rate of fire often allows you to keep larger foes in a state of pain and disorientation, thus rendering them incapable of counterattack. Very effective. Refills are technically termed "Flechettes," though the game will report them as "Nails" when acquired. A small box contains 25 Nails.

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SUPERNAILGUN

The supercharged brother of the Nailgun, this baby packs a serious wallop that'll leave even the deadliest opposition wishing they'd found someone else to hassle. Of course, the rate of ammo dispensation is equally impressive, so reserve the Supernailgun for the times when your need is greatest. Refills are technically termed "Flechettes," though the game will report them as "Nails" when acquired. A small box contains 25 Nails.

GRENADE LAUNCHER

The Grenade Launcher lobbs explosive shells at your enemies, and the key word here is "lobs." Although the rounds detonate on contact if you fire them on a relatively flat trajectory, you usually have to accompany that tactic with backing quickly away, or you'll suffer some blast-radius damage. Other than that, you have to work on your trajectories, and use this weapon, in essence, to drop time-delay explosives onto platforms above your head or around corners. In fact, the most versatile way to use this weapon is to bounce a Grenade off a wall or doorjamb so that it rolls around a corner, hammering any foes before they have a chance to return the favor. Small boxes of Grenades hold five projectiles, and you'll find that Ogres generally relinquish them in pairs upon death.

ROCKET LAUNCHER

Akin to the Grenade Launcher, this weapon instead tacks a propellant onto the back of the explosive charge, resulting in a straight-shooting instrument of destruction. There's no finesse here—no bouncing of projectiles or trajectory considerations. Just point and deliver a compact blast of destructive force. The Rocket Launcher also uses Grenades as refills. Small boxes of Grenades hold five projectiles, and you'll find that Ogres generally relinquish them in pairs upon death.

THUNDERBOLT

Though you won't find this weapon in any room of the *Quake* shareware, you can acquire it using a cheat code. Of course, the shareware monsters weren't selected with the awesome electrical burst of the Thunderbolt in mind, and most foes go all to pieces when you show it off. See the cheat codes section for complete details, and note that the only way to get ammo for the Thunderbolt (in the shareware) is by using the same code again to restock. The gun burns roughly six charges for each second of use, and you'd have to be an idiot to fire it underwater.

Of course, when you encounter an uncharted pond or lake, why not unleash a stream of electricity into it before taking a dip? Any monster lurking beneath the waves will get such a shock. Charging the water (before you charge in) is also a fine Deathmatch tactic.

MONSTERS (AND THE WEAPONS THAT KILL THEM)

Battling the *Quake* baddies can be a rugged proposition, especially as the difficulty level of the game increases. If you've got the game cranked up, you need to pay particular attention to weapon selection to get the most out of the firepower at your disposal.

ROTTWEILER

The rabid pup of *Quake* is target-practice material. The Double-barreled Shotgun is the generally accepted method of keeping them off your leg.

GRUNT

The standard foot soldier in the realm of *Quake*, the aptly named Grunt is just a little bit tougher than his four-legged friend. Of course, the Grunt has at least mastered the use of his Shotgun—and thus a crowd of them can require some measure of evasive capabilities. Whip out the

NOTE

As with the larger weapons in other 3D games, the explosive power of both the Grenade Launcher and Rocket Launcher comes with a warning: Consider your proximity to your foes before pulling the trigger. Also notice that, although *Quake* switches to a new weapon automatically if the one you're firing runs out of ammo, it'll never switch to the Grenade or Rocket Launcher because of the likelihood of self-inflicted damage.

Double-barreled Shotgun and hammer away, or use a larger shell if you have to deal with a pack of trouble. Throwing Nails at these bozos really isn't the wisest use of ammo.

Knight

Though you wouldn't think so (they possess no distance attack), Knights can be a royal pain. They move quickly, and a couple of them standing and hacking on you can do big damage in a hurry. For that reason, you may need more than Shotgun pellets to ensure they never get the chance to slash. If three or four Knights sprint in your direction, don't be afraid to nail the initial wave. For fewer numbers, the Double-barreled Shotgun does the trick quite nicely. If you stir up these fearless protectors of the realm and run away, they will hunt you down. And if any other bad guys stand between you and these fair Sirs, they will still attack—unwittingly helping you in your quest.

ZOMBIE

Deal harshly with these disgusting denizens of *Quake*. Use anything less than an explosive shell, and these rotting rejects simply rise to fight again—usually clawing at your back after you've run by their flattened form. Load up the Grenade or Rocket Launcher and blast these punks into chunks, or you'll be sorry.

Scrag

The sickly white Scrag is a flying menace that looks something like a huge bloated larva. Because of their flying ability, the Scrag often can get the jump on you, scoring an initial hit while you scan the ceiling looking for your target. Try not to get all the way into a room before retaliating, or the Scrag will have you for dinner. Strafe like a madman, and dispense Nails with authority. You might deal with one Scrag using just the Double-barreled Shotgun, but otherwise you're going to want something in hand that doesn't require lengthy reloading. If your aim is quick and sharp, you might also consider a little rocket-launching to take care of business in a big hurry.

Ogre

The most common of the midlevel badasses, the cannibalistic Ogre drags his chain saw through the halls of *Quake* looking for fresh flesh. Of course, if all Ogres had going for them was a chain saw, they'd be pushovers. Perhaps that's why they also come equipped with a bottomless bag of Grenades, which they deliver with depressing accuracy. These guys require the harshest treatment—preferably Grenades or Nails. Occasionally, you'll come across an Ogre with some kind of structural limitation hampering his Grenade-tossing efforts, but most of the time they show up with truly wicked strategic consideration. Sometimes it's actually better to run right up to a lone Ogre: Your proximity makes him switch attack modes, from Grenade-tossing to chain-sawing.

At that point, you can back off just a few feet, out of range of his blade, and blast away. Of course, if you retreat too far, it's Grenade eatin' time again.

FIEND

The claw-handed Fiend possesses blinding quickness and leaping ability—in addition to the razors on the end of its arms. A Fiend standing in front of you slashing does tremendous damage, if it doesn't kill you outright. Use Grenades or Nails, and stay mobile. In fact, do anything it takes to kill these guys from a distance. And if you get too close, break off the attack and put back some distance. If you can draw the Fiend into a relatively confined area, you'll greatly hamper his evasive techniques (which amount to bouncing off the walls while he heads in your direction). He may even become effectively immobile behind a relatively small obstruction, due to his excitement at the pending rending of your flesh.

SHAMBLER

Large, white, angry freaks of *Quake*, the Shambler is indeed a fearsome foe. Explosive shells seem to have no effect on him, so our recommendation starts with Nails, preferably from the business end of the Supernailgun. In a pinch, it's possible to strafe and do good damage with a Double-barreled Shotgun from some portal the Shambler can't squeeze through. But Nails were made for the Shambler, and you should put them to their intended use. In close-quarters combat, run right up to

the beast to deter it from its lightning bolt attack, then back off when it attempts to bat you like a cat toy. Then put a Nail or 50 through its hairy head. This tactic is particularly effective at the close of "Mission 6: Door of Chthon."

ITEMS OF INTEREST

Of course, in addition to the weapons and monsters, the realm of *Quake* has its own assortment of miscellaneous items to aid you on your journey. This section includes a couple of worthwhile tactical notes, as well as simple definitions.

HEALTH

Health boxes come small (15 points) and large (25 points). Once you start to recognize the subtle differences between the two types, you can pass up the bigger boxes until you really need them.

MEGAHEALTH

The large Megahealth box adds 100 points to your Health total, though it soon begins to drain away. All points over the standard 100 total eventually vanish, so it's a good idea to save this item to use prior to a big combat. You'll lose the bonus anyway in a matter of minutes, so you might as well use it to absorb enemy fire.

Armor

Quake features a stoplight selection of Armor: Green, Yellow and Red. Grabbing Green Armor adds 100 points to your total, while Yellow gains you 150 and Red bestows the maximum 200 points. You lose Armor points when you take any damage—not exclusively in lieu of Health points, but nonetheless it provides a substantial cushion.

Biosuit

The Biosuit lets you enter damaging areas of slime without feeling the ill effects. Of course, the suit has a limited duration, so you'll usually find it hanging near where a specific task may require it. Save the game before you suit up, then explore nearby. Once you've found the suit's obvious intention, and the most expedient path to your goal, reload the game and do it for real.

Quad Damage Rune

Probably the most common of the *Quake* runes, Quad Damage is another of those items you should avoid acquiring until a big battle rears its ugly head. Sometimes, of course, there's just no one nearby who warrants the harsh treatment Quad Damage allows you to inflict. Check the vicinity before powering up, just to be sure. One of these babies and a few Nails make such short work of a Shambler it seems unfair. Almost.

RING OF SHADOWS

The Ring of Shadows rune renders you invisible, for all intents and purposes. Minor monsters seem entirely incapable of targeting you, and even the big boys struggle to find the range. Save it until you need it, if you can, but this rune is more of a curiosity than a truly significant combat factor in the shareware.

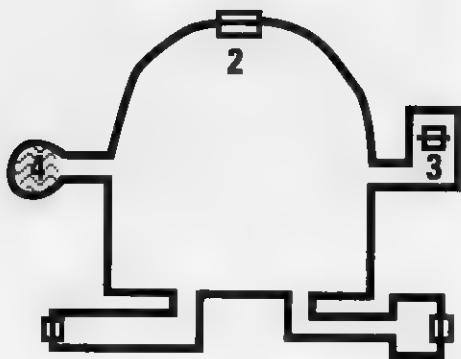
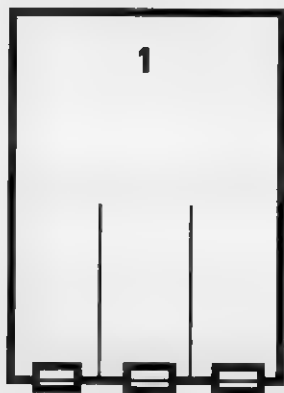
PENTAGRAM OF PROTECTION

The Pentagram of Protection is the granddaddy of all runes, keeping you safe from enemy attack for the duration of the spell. This rune can have several tactical implications, allowing you to pound on a stronger monster with no fear of reprisal—perhaps while ignoring other, lesser, monsters until you finish off the major threat. It also allows you to travel in hazardous areas, just as the Biosuit does, but the Pentagram keeps you even safer. In the Secret Mission, you actually use the Pentagram to swim in lava. Smokin'!

Prima's

ODYSSEY
Game

SECRETS UNAUTHORIZED



- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▧ Hazard
- ▩ Wall
- Door

GAME Start

This is UNDOUBTEDLY one of the most intriguing starting interfaces in all of PC gaming. You use this area to select your preferred level of difficulty, which episode to endure—and you can Deathmatch on it. In fact, this start area even has a Secret Area of its own.

CHAPTER THREE

NOTE

For two players who really have it out for each other, this start area makes for a high-intensity, extremely bloody Deathmatch slaying ground. Try it and see for yourself.

Once you figure out how this starting area works, you'll wonder what took game designers so long to develop something like this. Welcome to *Quake*.



NOTE

If you enter area 2 and suddenly change your mind regarding your chosen skill level, simply turn around, go back through the Slipgate, and choose again. It's that easy.

IN THE BEGINNING ...

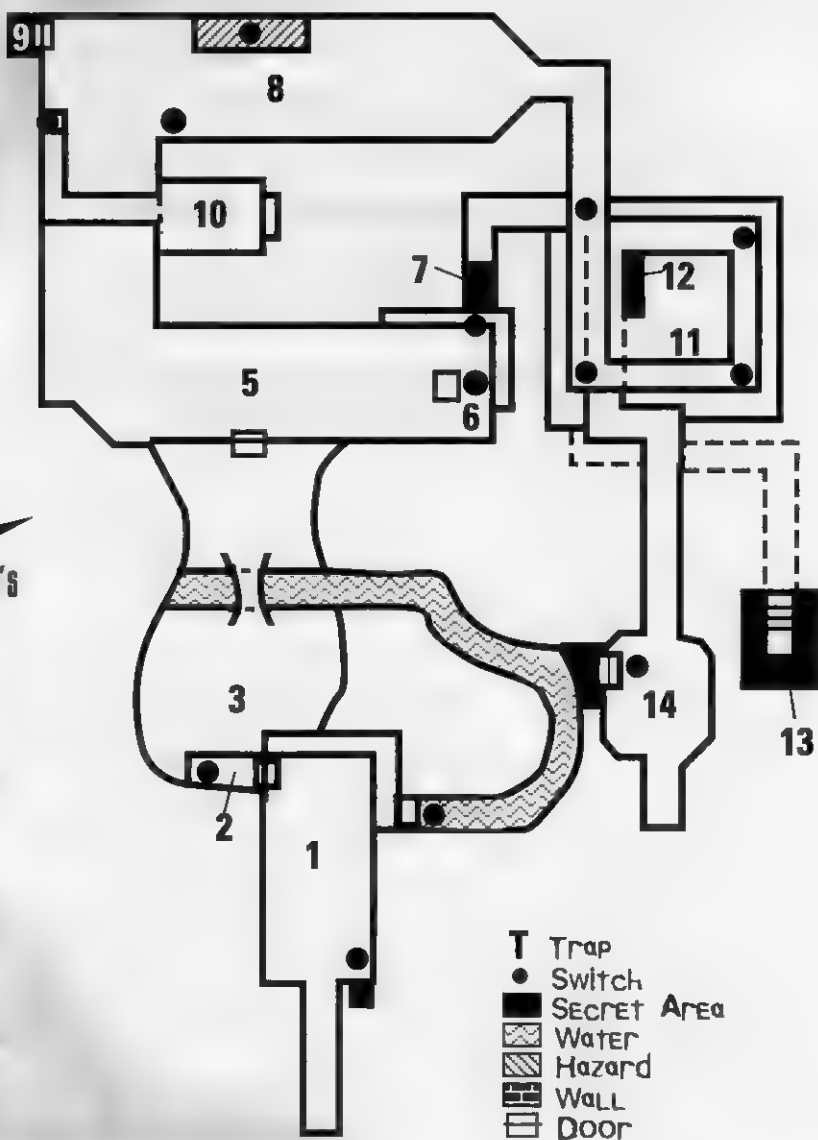
- 1 You examine a Slipgate. The one before you takes you to the Medium (default) skill setting; the gate to the left, Easy; the gate to the right, Hard. In fact, the Hard gate is even hard to get to. Until you can successfully jump the lava pit, you won't play that skill level. It kinda makes sense, doesn't it?
- 2 Once through your preferred skill-setting Slipgate, you may choose from four areas (in the shareware, two).
- 3 The red arrows on your left point you toward the first episode—"Dimension of the Doomed." Go into that room and step onto the platform with the red lights for corners. Moments later you'll be mixing it up in "Mission 1: The Slipgate Complex."
- 4 If you're ready for a challenge of nightmare proportions, though, turn right in the main room and go up the wooden stairs. Slowly step off the ledge into the pool and keep hitting your Backpedal key as you sink. You should land on a large wooden-beamed ledge. Note that opposite this slipgate is the sealed-off entrance to the fourth episode—"The Elder World." Around the ledge to the left is an entrance to a tunnel. If you fall off the ledge as you work your way to the tunnel, simply go to the Slipgate beneath the walkway to teleport back to 2.

Prima's

DOOM
Game
Secrets: Unauthorized

- 5 After you top the steps, shoot the glowing box on the wall to receive the cryptic message, "The Well of Wishes Awaits in the Crypt of Decay!" This is a clue for finding a Super Secret buried within the full version of the game. A little poking around will reveal a large, well-looking shaft ... capped at the top with a massive steel plate.

When you enter the Nightmare skill level, prepare for a beating. Unlike *Doom's*, however, this Nightmare mode is not only very playable, it's survivable. And as a bonus, all your favorite cheats work like a charm. Enjoy.



MISSION 1: SLIPGATE COMPLEX

THE SLIPGATE MISSION, as you might expect, lets you experience Quake with relatively little fear of reprisal. You'll even find built-in captions that prompt you to perform tasks that become second nature as the game progresses.

Get used to the sights and sounds, and get in some target practice. Things heat up considerably in the missions ahead.

MISSION 1: SLIPGATE COMPLEX At-a-GLANCE

- | | |
|--------------------------------|---|
| 1. Shotgun Shells, Green Armor | 9. Secret Area. Double-barreled Shotgun |
| 2. Switch | 10. Nailgun, Flechettes |
| 3. Health | 11. Switches, Biosuit |
| 4. Secret Area. Megahealth | 12. Secret Area. Megahealth |
| 5. Health | 13. Secret Area. Yellow Armor, Health |
| 6. Shotgun Shells, Health | 14. Health, Flechettes |
| 7. Secret Area. Quad Damage | |
| 8. Switch | |

HIGHLIGHTS

 **Five Secret Areas**

 **3D Gaming with Subtitles**

INTO THE GREAT UNKNOWN

- 1 Enter the Slipgate Complex and explore the large hallway. As the hall widens, turn to your right and jump up on the ledge. Shoot the red panel to open a **Secret Area** with Shotgun Shells. You can reach the ledge at the far end of the hall with a running leap, netting you more ammo for the Shotgun. At the end of the short hallway in that direction you'll find a suit of Green Armor.
- 2 Through the doorway, blast the Grunt and press the switch to ride down to the yard below.
- 3 Below, blast the Grunt and the Rottweiler. You'll find two big boxes of Health near where you exit the lift, and another to the left of the door across the bridge. Before venturing inside, drop down into the stream and swim through the tunnel to a Secret Area.
- 4 **Secret Area.** Inside the tunnel on the left is a landing with a Megahealth dose and a locked door. If you continue downstream, you'll access a lift back to the complex upstairs. Then you can double back to the door across the bridge.

Prima's

Game

Secrets, Unauthorized

- 5 When you open the door, dispose of the Grunts and their doggie. Shooting the large box you see through the doorway proves quite effective. You'll find a small box of Health nearby, as well.
- 6 In the area to the right of the entrance, you'll find a box of Shotgun ammo. Stand facing the column with your back to the ledge and shoot the picture of the rotating Earth to ride a lift up to the ledge. There you'll find more Health, and another Earth to blast.
- 7 **Secret Area.** Shooting the picture of Earth on the ledge opens a room to a Quad Damage power-up. It'll only last a few minutes, so sprint down around the corner of the large hallway and clean house while you've got the power.
- 8 Down the other wing of the large hallway, hammer the Grunts and look to the walkway above for a patrolling pup. Before you check upstairs, push the switch on the wall to raise a bridge across the slime. Stop halfway across the bridge and shoot the switch on the wall to your left.
- 9 **Secret Area.** Shooting the wall switch opens a small room to your left, containing your first weapon upgrade—the Double-barreled Shotgun.

Walkthrough

- 10 Use the lift to access the upper walkway. The room above contains the mighty Nailgun, which you acquire shortly before the lights go out and an ambush ensues. Grabbing the Flechettes (like nails, only special ...) turns the lights back on again.
- 11 Once across the bridged slime pit, descend the walkway while blasting Grunts. At each corner, push the switches to unseal a portal at the bottom of the ramp. Before continuing to the end of the mission, however, sidetrack to locate two more secret areas.
- 12 **Secret Area.** As you stand near the last switch, near the bottom of the ramp, look to your left and notice the small darkened room overlooking the area. If you hop onto the light fixture near the switch, then onto the switch itself, you can leap to some stone steps protruding from the small room's wall. It's tricky—look at your feet, back up as far as you can on the switch, then take a short run before jumping. Inside the small room a box of Megahealth awaits you.
- 13 **Secret Area.** Near the bottom of the ramp, before you pass through the doorway, look behind the pillar on the right and you'll find a Biosuit. Once you have it on, cross to the other side of the walkway and jump over the railing. Turn around, and you should see an opening to an underwater passage. Follow the passage to emerge in a Secret Area with Yellow Armor and boxes of Health. The Teleporter there drops you

on the ledge above the door where you first entered the building—kind of a drag right now, but a very cool trick in Deathmatch ...

- 14** Continue down the hallway from where you acquired the Biosuit, battle a few more Grunts, and collect plenty more Health and a box of Flechettes en route to the exit Slipgate. Notice that if you shoot the wall to your right as you enter the small, widened chamber in the hallway, a portal opens. That's the door you saw so long ago from the Secret Area down the stream.

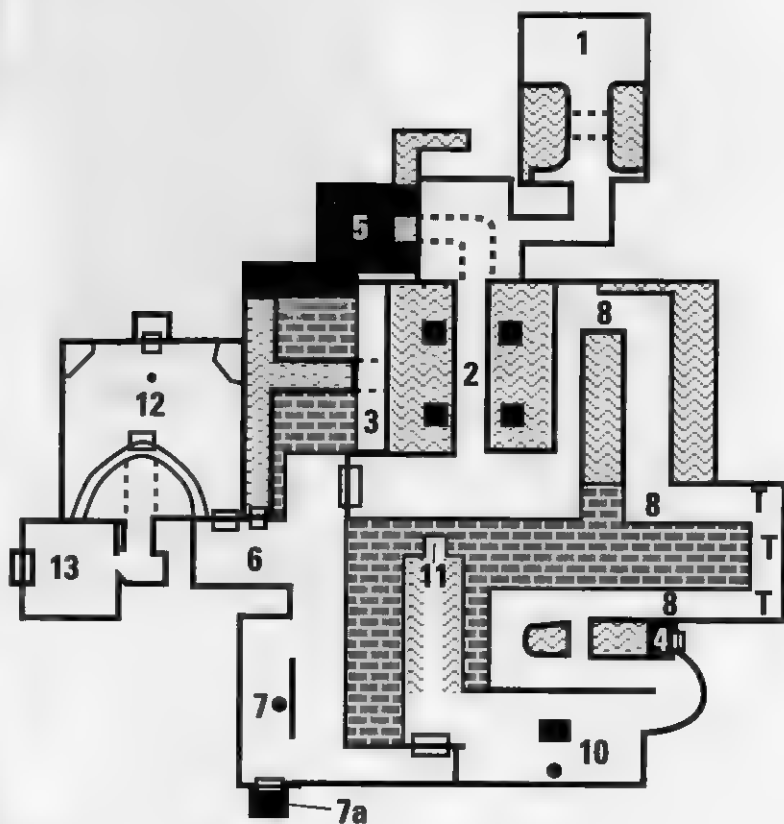


NOTE

Notice that before you descend the walkway, you can pause at the top and shoot the wall to your right. What appears to be an electrical panel slides to reveal a short passage connecting this area with the secret hall where you picked up the Quad Damage rune earlier.



Walkthrough



- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▩ Hazard
- ▤ Wall
- Door

MISSION 2: CASTLE OF THE DAMNED

This is where Quake finally gets medieval on your ass. A nasty troop of Ogres, some Grunts, and their canned-ham Knight pals stand between you and the exit. Along the way you'll also swim with the Scrags and (hopefully) survive an encounter or two with a Fiend.

The lighting and underwater effects are truly dazzling—and as a bonus, the puzzles aren't too complex and the combat absolutely rocks. If the first Quake mission didn't impress you, this one will.

MISSION 2 CASTLE OF THE DAMNED AT-A-GLANCE

- | | |
|---|--|
| 1. Health, Shotgun Shells, Nailgun ammo | 8. Shotgun Shells, Nailgun trap |
| 2. Health (en route), Shotgun Shells, Supernailgun | 9. Yellow Armor, Shotgun ammo, Health |
| 3. Green Armor, Health | 10. Health, Nailgun ammo, Shotgun Shells, Switch to access 11 |
| 4. Secret Area. Health, Nailgun ammo, Slipgate to 3 | 11. Silver Key. Health, Nailgun ammo (under bridge) |
| 5. Secret Area. Shotgun Shells, Health | 12. Health, Shotgun Shells, Fiend trap, Megahealth, Nailgun ammo |
| 6. Shotgun Shells, Blue Key door | 13. Health (en route). Shotgun Shells. Mission exit. |
| 7. Health, Shotgun Shells, Switch to open 7a | |
| 7a. Quad Damage rune | |

Walkthrough

HIGHLIGHTS



Three Secret Areas



Teach Yourself to Swim Without Drowning



Latch onto a Supernailgun and a Quad Damage Rune



Play with Ogres and Some Unfriendly Fiends

MEDIEVAL EVIL IS THE WORST KIND

- 1 At the start, you should see some Grunts and an Ogre. Prepare for your first real test. Before you leave the start room, dive under the wooden bridge for a Flechette.
- 2 Work your way up the stairs and into the room with the red symbol at the end of the long stone bridge.
- 3 Leap to the ledge on the right for Green Armor and a Health box. If you miss the ledge and fall into the drink, dog-paddle to the sunken lift to the left of the red symbol; the lift automatically brings you up when you step on it.
- 4 **Secret Area.** Step off the center bridge, swim past the sunken lift and under the arch. Veer right until you're above the water's surface (you should see a steel catwalk above you). Follow the passage until you find yourself under the Yellow Armor. Turn left (a

portion of wall will drop). Go up and plow into the Slipgate. Welcome to the Green Armor ledge (3).

- 5 **Secret Area.** Drop off the Green Armor ledge into the drink, turn left and swim under the arch directly beneath the center bridge—you should be moving away from the red symbol. Slog up the ramp to claim your ammo and Health prizes. The stagnant pool on your right dead-ends—making it a fine Deathmatch hidey-hole. Climb the stairs to the left, jump into the water, and go full steam ahead until you wade up the far ramp.
- 6 The wall at the top of the ramp opens as you approach it. Congratulations—you've just ambushed a team of Grunts. The staircase in front of you leads to another firefight, a mighty collection of Health boxes, and a hidden Quad Damage rune.
- 7, 7 **Secret Area.** To get the Quad Damage rune, turn right at the top of the stairs, go under the first arch, then turn to face the center column with the burning torch. Press in the protruding stone and turn right: A section of the far wall slides open to reveal 7a—and the precious rune. (7a counts as the Secret Area.)
- 8 Yikes! Angry Ogres populate the catwalk. As soon as you make your first left, you trigger a set of wall-mounted Nailguns. Higher difficulty levels offer three guns; Medium and Easy levels sport only two.

Walkthrough

- 9 This is the Yellow Armor you saw at 4—except now you have to battle a couple of Grunts. Once you've chunkified the bad guys, shoot the red button beneath the armor (it's above 4). The columns protecting the armor rise, and all you have to do is jump up the steps to claim your booty. If you haven't learned how to "Quake-jump" yet, now's a good time to learn. If you fall into the drink (and didn't save your game before you fell), we suggest you go through the Slipgate at 4 and work your way back down the catwalk to try again.
- 10 Creep up the stairs and get ready for an ambush. As soon as you step onto the main floor, the left walls drop and a gang of impatient Knights come out swinging. Press the pulsating Star switch; go to the end of the hall and turn right.
- 11 Hitting the switch in 10 caused a wooden plank to span the water, giving you easy access to the much-needed Silver Key. Retrace your steps to 6.
- 12 Jump back as soon as you open the Silver Key door! An Ogre will most likely take a sucker-swing at you. During the battle, don't step on the Star switch in the center of the room.

Once the action dies down, shoulder your most powerful weapon, step on the Star switch, and backpedal. As soon as the floating cubes magically insert themselves into their wall sockets, three things happen: Slipgates appear in the right and left

corners on either side of the floor switch; the bars that lock you out of the arched passage to the exit slide away; and a Fiend leaps out to disembowel you.

To escape the Fiend, dash through either Slipgate. You'll end up on the ledge above and across from the Fiend's living quarters. If you can't kill him from the ledge, at least gulp the Megahealth before you leap down to show him who's king of this castle.



NOTE

To get an otherwise out-of-reach Flechette and a Health box, stand on the right side of the plank (facing the distant Blue Key alcove), and slowly step off the ledge. Back up as you fall to avoid dropping into the water.

- 13 Walk through the arches and clank up the stairs. All that stands between you and the next mission is a weak band of Knights. Go through the big wooden door to end your stay in this tragic kingdom.

Walkthrough



Mission 3: NECROPOLIS

THE NECROPOLIS MISSION definitely turns things up a notch in Quakedom. A pair of frantic Fiends are waiting for the final showdown. Which will test how far you've come toward mastering the game's controls.

Still, plenty of supplies lie about—even a Ring of Shadows in a particularly sneaky Secret Area. Practice your strafing—and running in a blind panic—then step knee-deep into the dead.

Mission 3: NECROPOLIS At-a-GLANCE

- | | |
|--|---|
| 1. Health, Shotgun Shells | 12. Flechettes, Grenades |
| 2. Grenade Launcher, Health, Grenades | 13. Health, Grenades, Shotgun Shells, Flechettes |
| 3. Double-barreled Shotgun | 14. Gold Door, Shotgun Shells, Flechettes, Health |
| 4. Bridge Ambush | 15. Ramrod Trap |
| 5. Shotgun Shells, Health, Flechettes | 16. Health, Grenades, Shotgun Shells |
| 6. Secret Area. Health, Grenades | 17. Health, Grenades, Flechettes, Shotgun Shells |
| 7. Green Armor | 18. Health |
| 8. Grenades, Health as you traverse the tunnel, Gold Key | 19. Yellow Armor, Shotgun Shells |
| 9. Secret Area. Ring of Shadows | 20. Secret area. Grenades |
| 10. Health | 21. Health, Shotgun Shells, Mission Exit |
| 11. Nailgun | |

Walkthrough

HIGHLIGHTS

 **Three Secret Areas**

 **The Ring of Shadows**

 **Screamin' Fiend Showdown**

DEATH COMES TO TOWN

- 1 You arrive in a small room, empty except for Health boxes and some Shotgun Shells. Rest assured that stepping into the outer area breaks off the calm in a big way.
- 2 Grab the Grenade Launcher and flip a few at the local Zombie populace. If you round the corner, you'll also be beset by a pair of Ogres—the obvious one and another hiding behind the corner to your right. Run forward to draw out the one on the right, backing away to handle him by his lonesome. If you run right up to the one in the cage, your proximity cause him to switch to a rather ineffective chain-saw attack mode. On the ground you'll pick up more Health, and also a box of Grenades.
- 3 When the coast is clear, proceed down the ramp and slay the Ogre. Grab the Double-barreled Shotgun. At higher difficulty levels, an Ogre starts tossing Grenades at you from a platform above. You won't be able to see him, but if you aim just over the

darkened support, you'll see a splatter of blood when you hit the target. When he dies, a door opens on a small antechamber in front of you, and another Ogre gets in a few licks.

- 4 As you approach the small bridge, you'll hear Zombies below you. If you need to, run into the round room and stock up before jumping off the bridge to the area below.
- 5 Beneath the bridge, you'll discover Shotgun Shells, Health, and Flechettes. If you haven't managed to already, shoot the wall behind the nails. It slides to reveal a Secret Area.
- 6 **Secret Area.** A juicy box of Health and some Grenades await you.
- 7 If you ride the lift up, you'll access the area behind the bars from which the Ogre attacked earlier. When you claim the Green Armor therein, the cage opens.
- 8 In the circular room with the two staircases, ride the lift down and dismember the Zombies. You'll find Grenades near the lift, and Health as you traverse the tunnel. When the tunnel empties into the water, you'll spy the Gold Key on a small island nearby. Be prepared for a Zombie ambush when you pocket the prize.

Walkthrough

- 9 **Secret Area.** If you exit the tunnel and swim directly up to the Gold Key, after you pick it up you'll stand facing a wall between two huge stone block supports. If you walk near that wall—specifically near the darkened center—you'll drop into a sinkhole leading to a Secret Area. Swim up into the small cavern where you'll find a Ring of Shadows.
- 10 If you hurry back to the area near the Ogre cage, you can use the Ring of Shadows to aid your assault on a newly arrived Ogre nearby. You'll also see that a small alcove has opened up. Inside you'll find more Health.
- 11 Once through the door, grab the Nailgun and shoot the switch. The floor drops away before the ceiling can crush you, and you enter another small tunnel.
- 12 Pick up the Flechettes and watch your back as you near the other end of the tunnel. At higher difficulties a wall drops and some Zombies hurl themselves in your direction; inside their small room you'll discover more Grenades.

- 13** Peek into the large room and get the attention of the Scrag, then back into the tunnel to deal death. When you approach the nearby landing, another Scrag and an Ogre arrive—again, strafing from the tunnel is quite effective. After that, there's only one more Scrag between you and a large box of Health, Grenades, Shotgun Shells and Flechettes.
- 14** Pass through the Gold Door, dispose of the Ogre, and gather ammo for the Shotgun and Nailgun, as well as a box of Health.
- 15** Down the short flight of stairs, stick to the left wall or a large ramrod will hammer you. Once the trap is sprung, leap (or fall) into the water below.
- 16** Clear the watery passage of Zombies and bear to your left, up the ramp. Another Zombie waits here—as well as plenty of Health, Grenades, and Shotgun Shells.

WALKTHROUGH

- 17 The two parallel waterways lead to another, wider ramp, presided over by an Ogre on a ledge behind you as you enter. Run to the area in front of the door, and his Grenades will fall harmlessly at your feet while you nail him to the wall.

You'll find Health boxes next to the stairs, and if you hop up the steps, you can reach the Ogre's overhang. You'll find Grenades there, and a switch that unseals nearby alcoves with Zombies and other more interesting items, like Flechettes, Shotgun Shells, and Health.

- 18 Aim high in this room, as Ogres pummel you from platforms above. Health waits down the hall, and your foes' death opens the nearby barrier.

- 19 In addition to the Yellow Armor and Shotgun ammo, you can shoot the rear wall of the alcove to reveal a teleporter to the platforms above.

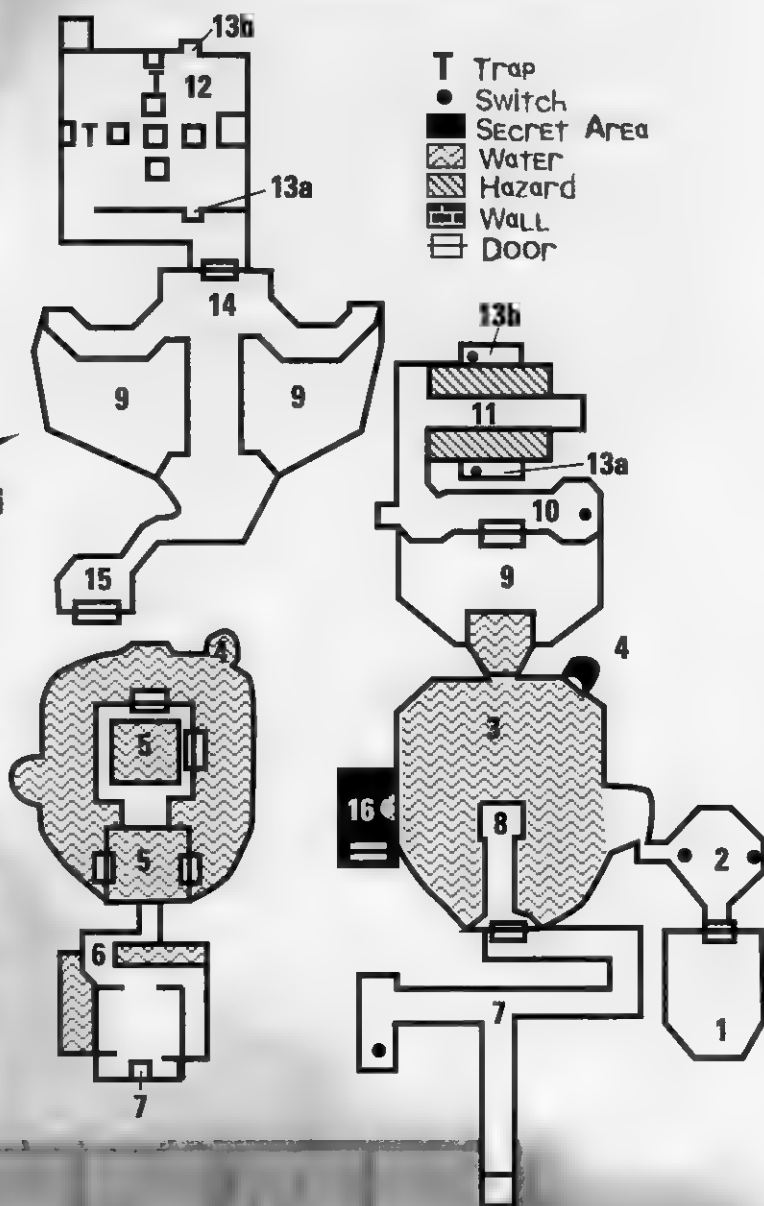
- 20 **Secret Area.** Claim the Grenades off the platform and drop back to the ground below.

- 21 When you push the switch in this room, it seems as if the ceiling will come down and crush you, but never fear. At the last minute, the ceiling parts, and a lift carries you to this mission's final battle zone.

Upstairs, a pair of Fiends await you. If, at any time, you fall into the hole in the floor, you can perhaps restock and use the newly revealed teleporter to return to the fray. If a Fiend should take the plunge, be a pal and point out to him the tactical disadvantages of fighting from the bottom of a well. When it's all over, claim the Health and Shotgun Shells, and exit the mission through the huge doors.

Walkthrough

MISSION 4: THE GRISLY GROTTO



Prima's

OGAME

Secrets: Unauthorized

WE didn't actually find any grottos in this mission, though we did endure a lot of grisly combat action. The mission starts off innocently enough, as you wind your way to a stagnant pond—but it's all downhill (and underwater) from there.

Your mission path is quite linear—that is, once you know the lay of the Grotto. Essentially, you dive into the drink, explore some sunken houses, battle your way to the Silver Key, and endure a gauntlet of fire en route to the castle gates of Gloom Keep (i.e., Mission 5). If you follow this swim-through, and dog-paddle quickly from place to place, you shouldn't need a Biosuit.

As a bonus, this is the mission where you gain access to the shareware's "Secret Mission: Ziggurat Vertigo." It's surprisingly easy to find the entrance to this Secret Mission. Stick with us, and we'll take you there.

MISSION 4: THE GRISLY GROTTO

At-a-GLANCE

- | | |
|--|---|
| 1. Health, Shotgun Shells | 11. Shotgun Shells, Health |
| 2. Two Switches, Yellow Armor, Flechette, Shotgun Shells | 12. Nailgun Trap (and access to 13a and b) |
| 3. Flechette, Health, Biosuit (can see Silver Key at 8) | 13a. Rockets, First Switch to Open Secret Area 16 |
| 4. Secret Area. Rockets | 13b. Health, Flechette, Second Switch to Open Secret Area 16 |
| 5. Health, Supernailgun, Flechette | 14. Flechette (en route), Shotgun Shells, Health |
| 6. Health, Shotgun Shells, Flechette; Flechette (underwater) | 15. Shotgun shells. Exit to "Mission 5: Gloom Keep." |
| 7. Flechettes, Health, Star Switch, Shotgun Shells | 16. Secret Area. Exit to "Secret Mission: Ziggurat Vertigo"; Health, Grenade Launcher |
| 8. Silver Key, Health, Shotgun Shells | |
| 9. Flechettes, Shotgun Shells, Health | |
| 10. Shotgun Ammo, Health, Star Switch (to open Yellow Armor compartment); Flechette (en route to 11) | |

HIGHLIGHTS

 **Access to Secret Mission: Ziggurat Vertigo**

 **Two Beguiling Secret Areas**

 **Deep-Pond Diving for Fun and Profit**

**YOU'D BEST GRAB A SNORKEL,
'CAUSE WE'RE GOING DOWN!**

- 1 Start. As soon as you grab an item, or move toward the cellar doors, they open. Watch for Scrags. Stop at the edge of the platform.
- 2 Shoot both red switches (above you to the right and left). The large wooden platform supporting a suit of Yellow Armor drops to the ground below. The platform might even crush a Knight if you're lucky. Heh, heh. We suggest you take the time to actually walk down the stairs instead of leaping down; that way you won't take any damage from a fall. Pass through the archway.
- 3 The Silver Key is so close, and yet so far. The liquid isn't toxic but there aren't any lifeguards on duty, just Ogres and Scrags. Where's the cast of Baywatch when you need them? Now, strap on the Biosuit, 'cause you're going down.

Prima's

OGREX
Game

SECRETS: UNAUTHORIZED

4 Secret Place. From the mossy beach where you enter 3, drop straight down and look left. When you get just about even with the top of the doorway of the sunken house, look toward the surface to your right. You should see two dimly lit circles of light at the far wall. The secret area is the smaller one on the right. Swim up and in for Rockets.

5 Drop to the ledge below the Secret Area, then swim through either of the two closest doorways of the sunken house. Surface and get on the ledge for Health. Ahead you'll see a floating Supernailgun. Use it to ventilate the Ogre in the chamber in front of you. Dance on the Ogre's carcass and keep going down the passage.

6 As you emerge into a big open area, watch for a Knight's bum rush, and beware of Ogre attacks. Dive into the water to the right of the walkway to score a box of Flechettes. Go around the left side of the arched entrance for a Health box and Shotgun Shells.

Note the suspicious pool of water beyond the archway. An Ogre leaps from the water, chain saw swinging, as soon as you enter! Run away, run away! Once he's fish food, go forward to the far wall, and step onto the lift. Turn 180 degrees as you go up!

Walkthrough

- 7 Slay the dark Knights; blast the Ogre as you haul down the T-shaped walkway. Go into the Ogre pen and press the Star switch. Tag the Knight/Scrag team that materializes when you press the switch on your way toward the now-open door on the right side of the 'T.' Battle your way past any lurking Ogres en route to the pentagram door.
- 8 At last, the blessed Silver Key—and an ugly crew of Scrags and an Ogre. Slay your way to the key and leap off the end of the dock. Swim for the large patch of light dead ahead.
- 9 Slog out of the water and prepare to perforate some Knights in bloody armor. Thank God you've got the Silver Key, because that's the Silver Key door in front of you. Watch out for any sneaky Knight and Ogre attacks when you open the door!
- 10 Turn right and step onto the floor Star switch. You've just opened a tiny alcove behind you containing Yellow Armor (you have to jump up and in to get it). Something nasty must be coming up
- 11 As you descend the stairs, watch for Knights and Scrags. As you step onto the lighted circle in the middle of the bridge spanning the blue-green liquid, you trigger an Ogre attack from above and both sides. Run away, but don't jump into the liquid tanks—it isn't water! We're not exactly sure what it is. We only know it'll kill you dead in seconds.

Once you've meted out some frontier justice (from 12 or here), go to the far end of the walkway and ride the lift up. Again, turn 180 degrees while you ascend.

- 12** A horde of Knights run to greet you. After you graciously decline their embrace, note the wall-mounted Nailguns. A trap? Most definitely—and more. Each square triggers both wall guns to fire. If you run across them the nails should just miss you. Step on all five of the Quake squares to open small holes in the walls that lead into areas 13a and b. Note that the wall-mounted guns will fire anytime you step on a square. That feature makes this room a way-cool Deathmatch venue.

- 13^a** Standing on the lift, the left hole drops you onto the right-side Ogre's perch in room 11. Press the squiggly wall plate, save your game, then jump out of the niche and (hopefully) onto the walkway below. Go



NOTE

This room makes a fine place to take out the Ogres in 11. If you take out one alcove of bad guys, drop down into the smoking hole and simply shoot the other guys from your new vantage point.

Also, if you're playing at the Hard skill setting, when you approach the staircase leading to 14, a Fiend bursts out to attack you from a concealed alcove. His hiding place is directly across from the stair's entrance.

Walkthrough

back up to 12 and worm your way into the hole in the right wall.

- 13b** Press the squiggly plate to get this message: "A Secret Cave has Opened" Leap down to the walkway.

Now you have a choice: You can go back the way you came to find the exit toward the Secret Mission (and a handy Grenade Launcher), or you can exit directly to "Mission 5: Gloom Keep." For grins, let's go to the Mission 5 exit first. (If you want to go right to the Secret Mission exit, skip ahead to 16.)

- 14** Creep up the stairs at the far-left corner of 12. Watch for Ogres! Go through the door, take out any errant Knights, then scour the ledge for supplies. Cross the bridge and climb the stairs to find the exit to "Mission 5: Gloom Keep." Before you leave, prepare for an encounter with an Ogre—and a Scrag ambush from behind!

- 15** Exit to "Mission 5: Gloom Keep."

- 16 Secret Area.** To get to the "Secret Mission: Ziggurat Vertigo," retrace your steps to 9. (If you're at 15, simply step off the walkway in 14. You'll take a little damage from the fall if you hit the ground; none if you hit the water.) Go under the water, turn right, and swim. You should see a semicircle of light near the surface on the right, past the large post. Swim to the right,

around the post, and head straight for the center of the light. When you reach the back wall, start going up. Yes! Don't forget to grab the Grenade Launcher. You'll need it where you're going.

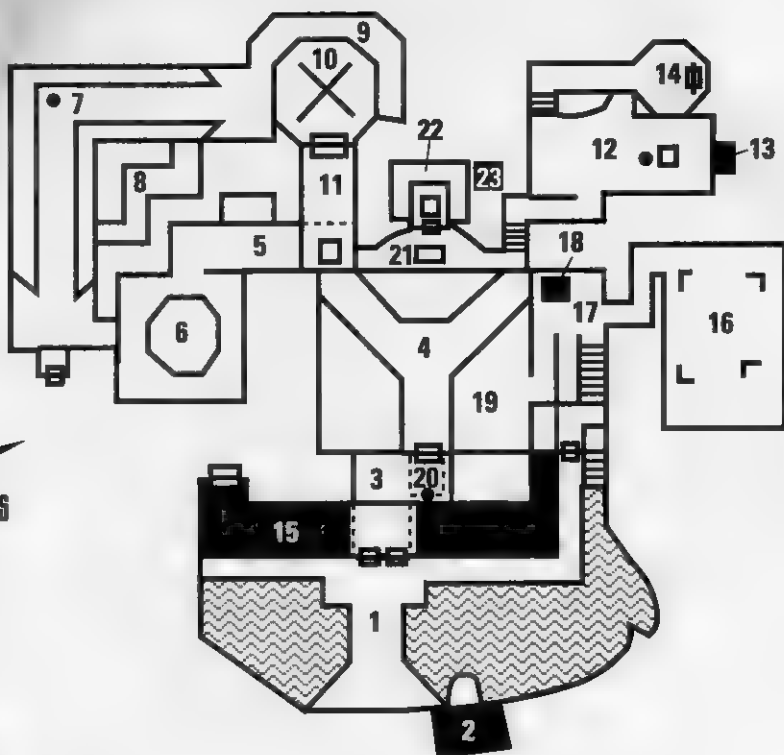
WALKTHROUGH

Prima's

DOOM

Game

Secrets: Unauthorized



- T Trap
- Switch
- Secret Area
- ▒ Water
- ▒ Hazard
- ▒ Wall
- Door

MISSION 5: GLOOM KEEP

GLOOM KEEP is a creepy place, indeed, sprawling and homicidal. Underscoring the circular nature of the mission, you actually acquire two keys before you have an opportunity to use them.

The combat really picks up here, even in the Normal difficulty mode. At Hard and Nightmare levels, well, things get downright hard and nightmarish.

Still, with the Supernailgun and the Rocket Launcher on hand, there's no reason you shouldn't own the Keep.

MISSION 5: GLOOM KEEP AT-A-GLANCE

- | | |
|--|---|
| 1. Health, Shotgun Shells | 13. Secret area. Yellow Armor |
| 2. Secret Area. Flechettes, Megahealth | 14. Grenades |
| 3. Shotgun Shells, Health, Traps | 15. Secret Area. Quad Damage |
| 4. Rocket Launcher, Grenades, Shotgun Shells, Health | 16. Gold Key, Health, Flechettes, Shotgun Shells |
| 5. Shotgun Shells, Trap | 17. Health, Shotgun Shells, Grenades |
| 6. Trap, Health | 18. Secret area. Yellow Armor, Shotgun Shells |
| 7. Health | 19. Silver Door, Health, Shotgun Shells, Flechettes |
| 8. Shotgun Shells, Health, Flechettes | 20. Switch |
| 9. Grenades, Flechettes, Health | 21. Gold Door, Shotgun Shells, Health |
| 10. Silver Key | 22. Health, Exit Slippage |
| 11. Health | 23. Secret Area. Green Armor |
| 12. Health, Flechettes, Supernailgun | |

Walkthrough

HIGHLIGHTS

 **Five Secret Areas**

 **Shambler vs. Quad Damage**

 **Plenty of Fiends**

PLAYING FOR KEEPS

- 1 Dispatch the pair of Knights as you approach the castle door. On the ground nearby you'll find Health boxes and Shotgun Shells. It also will behoove you to slay the Knight around the corner to the right before visiting the nearby Secret Area.
- 2 **Secret Area.** Standing as you were when the mission began, jump to the right, into the water, and search the rock wall for an entrance you can swim through and up. Inside the small chamber wait Flechettes and Megahealth. Swim around the side of the castle to the right to find a stairway back to land.
- 3 Enter the castle and expect more Knight resistance. You'll find a box of Shotgun ammo nearby, as well as Health. As you traverse the hallway, avoid the illuminated floor patches, and you'll also avoid having your hair parted by the traps above you.

Prima's

OGG
Game
Secrets
Unauthorized

- 4 In the large room, first target the Ogre above you, then the onrushing Knights. Afterward, the Rocket Launcher is yours for the taking, as are Grenades, Shotgun Shells and more Health. Follow the walkway leading left.
- 5 Kill the Ogre in the hall and claim the Shotgun Shells, being careful not to get head-spiked in the process.
- 6 Hang back and wait for the Knights before entering this room, or you'll have to contend with a shower of nails from the central hub at the same time. Two large boxes of Health wait on the other side of the trap, which deactivates when you leave via the other doorway.
- 7 Peek into the room, as nails whiz past you from behind, and slay the Scrags. You'll find Health boxes nearby. Run past the first ramrod, stand on the floor switch, and turn to see a small hallway opening in the wall behind you. Jump inside.
- 8 From the hall, you can turn and dispatch the pair of Fiends with impunity, and without using any of your more valuable ammo. In that lower area you'll find a box of Shotgun Shells, and, in the small hallway itself, more Health.

Walkthrough

If you bother to use the Teleporter, you'll find it only goes to the ramp above, and a nail trap whacks you in the head in the bargain. Instead, take the lift at the far end of the small hall. You'll find more Knights, more Health, and a box of Flechettes.

- 9 Ascend the stairs, snuffing the Scrag and the Ogre en route to more Grenades, Flechettes, and Health. Step on the floor switch to open the door.
- 10 Slay the Knight and claim the Silver Key, then hop through the hole in the floor, ready for an Ogre ambush.
- 11 Run straight forward when you hit the ground, and you can avoid the Ogre's initial attack. You'll find Health in the room where he was hiding. Now explore the other side of the walkway in this familiar large room.
- 12 Whip out the heavy weapons and dismember a Knight and two Ogres. Nearby lies plenty of Health and Flechettes to go with that shiny new Supernailgun. When you grab the big gun, pause to acquire the secreted stash of Yellow Armor.

- 13 **Secret Area.** From the spot where you took the Supernailgun, hop up and bonk your head on the overhead torch fixture. The wall behind the column opens to reveal a small room with Yellow Armor and a switch that unseals the room should the door close behind you.
- 14 Climb the stairs and perforate the Knights. Take a box of Grenades and a Teleporter for your effort. If you enter the Teleporter through the front, you travel directly to the Gold Key room. If you walk around and go in from the back side, you get to take a side trip to a Secret Area.
- 15 **Secret Area.** As you materialize on the roof of the castle, a Fiend bears down on your left shoulder. A Scrag shows up as you traverse the walkway, but the payoff is big: Around the corner waits a Quad Damage rune, which you can activate before returning to the Teleporter and heading for the Gold Key.
- 16 When you grab the Gold Key, the walls drop and a Shambler ambush ensues. If you acquired the Quad Damage previously, and ready the Supernailgun, you can pretty much laugh it off. You might even sprint into the adjoining rooms while you're still in Quad mode for just that reason. Along with the Gold Key, lay hands on Health, Flechettes and Shotgun Shells.

Walkthrough

- 17 In the room next door, expect serious resistance from Ogres and a pair of Fiends, who may enter from an adjoining chamber. There's a goodly supply of Health boxes about, as well as Shotgun Shells and Grenades. There's also a Secret Area in plain sight.
- 18 **Secret Area.** To reach the Ogre's sniper nest, you must hop onto the handrail, then across to the other wall. Use the torch as a stepping-stone if you need to, but a good half-step and jump will make it. From there, run and leap to the small platform from the very end of the wall, and acquire a new suit of Yellow Armor and some Shotgun Shells.
- 19 If the two Fiends never showed up, it's because they were waiting in the Silver Door room. Otherwise, the coast is clear, and you can safely gather Health, Shotgun Shells and Flechettes.
- 20 Push the switch on the other side of the Silver Door, and a lift arrives behind you. Ride up.
- 21 Near the Gold Door you'll find Shotgun Shells and Health—and most likely the body of the Ogre you slew from ground level earlier. Beyond the Gold Door, jump through the hole in the floor.

22 You land near a Health box and the exit Slipgate.
And, of course, the mission's last Secret Area.

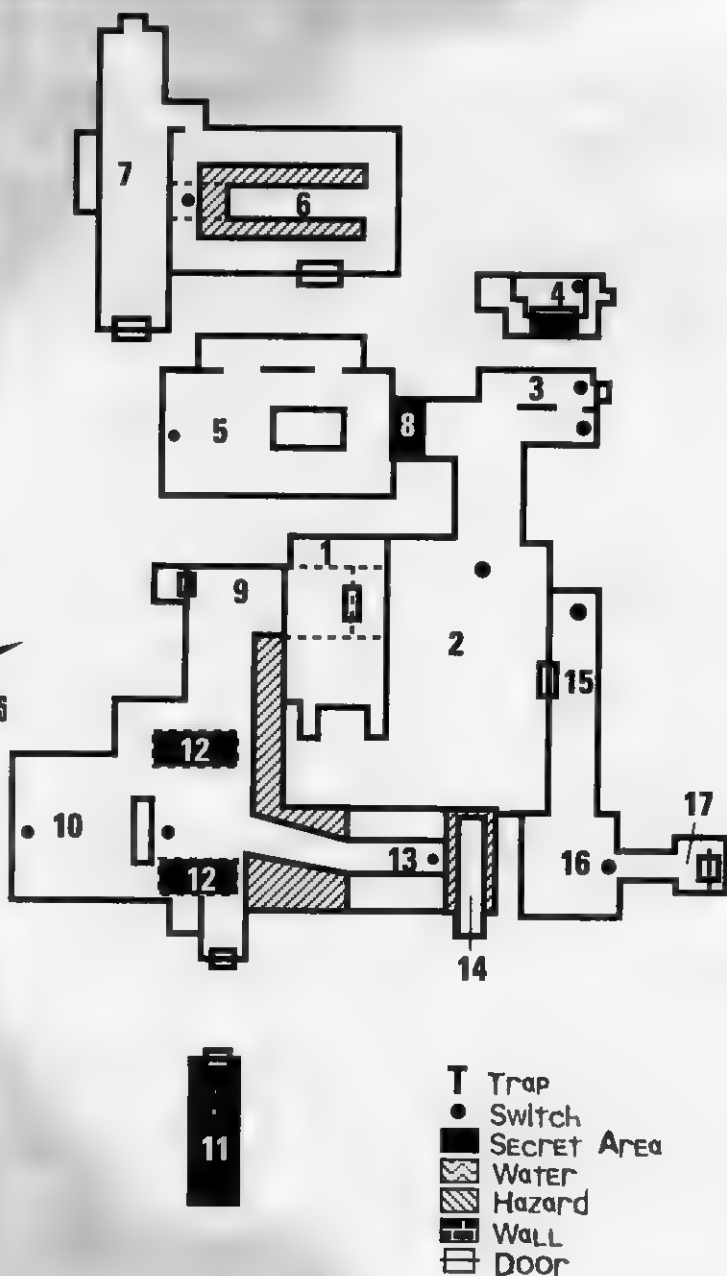
23 **Secret Area.** Shoot the wall opposite the Slipgate
and it slides away to reveal a suit of Green Armor
and a Teleporter back to the front of the Silver Door.
Return to the Slipgate and take the plunge.

Walkthrough

Prima's

OGRE
Game

SECRETS: UNAUTHORIZED



MISSION 6: THE DOOR TO CHTHON

AFTER HAMMERING YOUR way through the winding halls of Gloom Keep, this compact mission is a welcome relief. With more bells and whistles than a New Year's Eve party, The Door to Chthon features a multi-level combat situation replete with falling floors, moats of lava, a crushing wall, Zombie commandos, a few cleverly placed Secret Areas, Slippgates a-plenty, and one surprisingly easy-to-nail Shambler. The circularity of the mission, in addition to the plethora of nooks, shadows, and Slippgates, makes this playground an excellent choice for smaller Deathmatch encounter groups.

MISSION 6: THE DOOR TO CHTHON At-a-GLANCE

1. Health, Rockets, Shotgun Shells
2. Flechette, Health
3. Rocket Launcher, Health, Switch to Secret Area (4); Switch to Access 6
4. Secret Area. Quad Damage Rune.
5. Yellow Armor, Quake Switch; Megahealth (accessed from 8)
6. Rockets, Health; Silver Key, Flechette, Shotgun shells, Slippgate to 2.
7. Megahealth, Slippgate to Secret Area (8); Lift to 6
8. Secret Area. Supernailgun Flechette
9. Health
10. Rockets, Health, Flechettes, Quake Switch, Secret Area Switch, Slippgate to 1
11. Secret Area. Rockets
12. Secret Area. Megahealth
13. Health, floor switch to access Gold Key
14. Gold Key
15. Quake Switch
16. Health, Flechette, Floor Switch
17. Yellow Armor, Mission Exit

Walkthrough

HIGHLIGHTS



Four Fabulous Secret Areas



Spiked-Wall Crushing



(Yet Another) Shambler Surprise Attack

KNOCK, KNOCK, KNOCKING ON CHTHON'S DOOR

- 1 From the start, the Gold Key and the Gold Door (the exit) taunt you. Grab the goods nearby, then look over the ledge into 2. An Ogre waits for a dance. Remember what we said about using high places to your advantage?

- 2 Try as you might, you can't quite make the jump over the lava to the Gold Key. Looks like you'll have to explore the entire mission. (At least you know where it ends).

Don't go into the dark passage beneath the starting point—at least, not yet. This passage lights up the moment you grab the Silver Key.

Stand on the pentagram floor switch. The far corridor lights up. (That's 3). Get out your Supernailgun and watch for an Ogre attack from the left and from dead ahead. (Note: The Supernailgun and ammo above the left-attacking Ogre is Secret Area 8.)

- 3 The Ogre who frontally attacked you lurks about next to the switch. Take him out and claim your prizes. Look up above where the Rocket Launcher was; you should see a blood-red Quake symbol. Shoot it and a panel in the wall to your right opens, revealing a lift. Hop on and go up.
- 4 **Secret Area.** Look over the ledge and to the left. That protruding lip of a ledge is the Secret Area. Drop onto it to collect your Quad Damage rune. Get out your Rocket Launcher; step off the ledge into 3; hit the big wall-mounted Quake button; turn right, and haul yourself down the hall into 5.
- 5 Grabbing the Yellow Armor doesn't trigger a trap; pressing the Quake switch does. Three things happen:
 - 🔪 A bank of panels to your left (with your back to the switch) drops, triggering an Ogre attack.
 - 🔪 A section of floor before you falls away.
 - 🔪 The door you came in through seals back up—locking you in.

Blast the Ogres, drop through the hole, and take on even more Ogres in 6. Note: You'll be able to get the Megahealth on the Ogres' ledge from Secret Area 8.

- 6 Use your trusty Rocket Launcher to chunkify the Ogres. You can't jump across the lava to the Ogres' ledge from here. That Silver Key remains a dream—for now. We'll pick it up from 7. Note that the Slipgate on the ledge takes you back to 2.

Go down the steps and prepare for yet another trap—and a nifty Secret Area.

- 7 As soon as you step into the bloody hall two major events occur:

 The moving wall-spikes are forever set in motion.

 An Ogre bursts out, Grenades flying.

Turn right, run past the barred lift on the right (it opens as you pass), snag the Megahealth at the end of the hall, then run back to the lift and ride it up to the Ogres' ledge at 6. Go through the Slipgate (to 2), or leap down to the stairs. Either way, get back to the entrance of the bloody hall. Wait for the spiked wall to go past (moving to the right). Turn left and run through the Secret Slipgate.

- 8 **Secret Area.** Grab your swag, then try out your new Supernailgun and ammo on some hapless Scrags. From this ledge you can jump into the closest opening in the alcove on the right for yet another Megahealth boost. This area may not be an official

Secret Area, but as you might imagine it's a great Deathmatch power-up and hidey-hole.

Go back to 2 and face the now-lit passage beneath the start area.

- 9 A double-jump is usually enough to get you over the pit. If you fall in, wall-mounted Nailguns will perforate you until you get to the Slipgate (in another Nailgun pit behind you). The Gate takes you back to 2.

As you hit the ledge past the pit, a wall in front of you drops and an angry Ogre comes out swinging. As a bonus, two more bad young cannibals attack your left flank from 10.

- 10 Sweep up the goods. When you hit the pulsating Quake switch three things happen:

🔪 A bridge spans the lava to the red-paneled door.

🔪 A glowing red switch appears on the pillar opposite the aforementioned door. (As you face this button, the Slipgate at the top of the stairs will be to your left.)

🔪 A pack of Zombies falls from compartments hidden in the ceiling. A group will be in each section of 10.

Walkthrough

We suggest you hit the switch and immediately run to the relative safety of 9 to kill your undead friends.

Once the Zombies are dead, pull out your trusty Single-barreled Shotgun and shoot the secret red switch mentioned above. When you shoot the button, the stairs leading to the Slipgate to your left invert. Hurry down them.

- 11 Secret Area.** Grab the box of Rockets, turn around, and wait for the stairs to re-assemble themselves above you. When they do, a Slipgate appears. Go on in for the fourth—and final—fabulous secret of this mission.

- 12 Secret Area.** You're on a ledge overlooking 10. Megahealth waits on the opposite ledge. Jump across to score big-time. Drop down to 10 and cross the bridge over the lava into 13.

- 13** Pass through the doors and step on the floor switch. Look through the bars: A very helpful plank emerges from the Gold Key platform. Do you hear the gurgling chain saw? It's an Ogre in 2, just waiting for you. Go back to 1 via the Slipgate in 10. This allows you to take out the Ogre safely from above.

- 14** Walk the plank for the Gold Key. As you snatch it, a Fiend barrels down the plank to play. Just stand your ground, crouch in the Gold Key niche, and blast away. Strangely, he can't come close enough to hurt you.

You know where the Gold Door is, so prepare for a surprise attack and let's go.

15 As predicted, a gang of Ogres leaps out at you from behind the Gold Door. Backpedal with Rockets bursting in air. Once inside, the Quake Switch opens the opposite wall. Only one monster trap to go. But make no mistake—it's a big one.

16 Grab Health and ammo as needed. Get out your Supernailgun and save your game. Step on the floor switch when you're ready.

17 The floor switch opens the door in front of you. As the passage lights half-way, you'll see a suit of Yellow Armor. When the passage lights completely, a Shambler bursts out of the exit hole toward you, fangs first.

Fire as you run to grab the armor. Remember that Shamblers and Nailguns mix very well. Don't be afraid to get snugly close. It may smell bad, but then he can't unleash his deadly lightning attack. Even if you run out of Nails and he's still alive, a few up-close-and-personal shotgun blasts should put him down. With luck, you probably won't take more than 75 Damage points (if you fight him toe-to-toe). That's OK. The Megahealth should still keep you strong, and boxes and boxes of Health litter 16. You lucky dog.

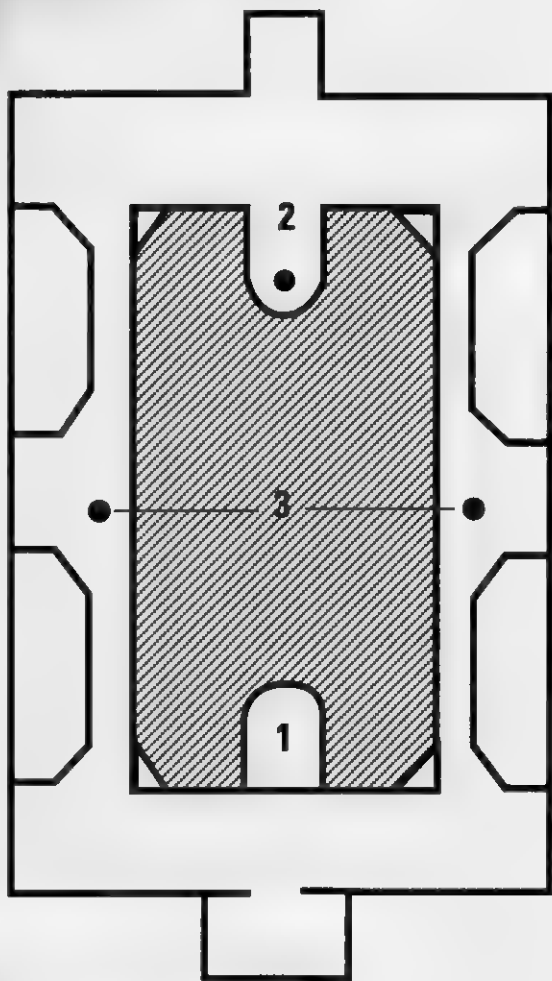
Now that you've entered Chthon's door, go through the gate to visit his cheery house. You've earned it.

WALKTHROUGH

Prima's

Odyssey

Game Secrets: Unauthorized



- T Trap
- Switch
- SECRET Area
- ▨ Water
- ▧ Hazard
- ▩ Wall
- ◻ Door

MISSION 7: HOUSE OF CHTHON

ONE LAST BATTLE to go, and we're sorry to say it's a little anticlimactic. The final Boss comes with a king-sized Achilles' heel to match his bad attitude. Save that Megahealth pack in case you really need it, but taking care of business seldom has been so easy.

WALKTHROUGH

MISSION 7: HOUSE OF CHTHON At-a-GLANCE

1. Rune
2. Arc Switch
3. Prong Switches (2)

HIGHLIGHTS

 **Major Monster Barbecue**

BURNIN' DOWN THE HOUSE

Prepare for the end-of-the-Episode Boss Monster when you grab the rune, which you can see as the mission gets underway. He'll rise out of the lava, and he'll be in a foul mood.

Hurling ammo at the big freak does little to help his disposition—or, for that matter, to dampen his resolve.

Luckily, you've got serious firepower you didn't even have to bring with you.

Run around to the far end of the room and ride the lift up (there's Megahealth nearby—save it in case you need it). Upstairs, you'll see a floor switch as you exit the lift. Before it can do you any good, however, you must run a complete loop around the upper tier and step on two more floor switches you find along the sides of the room.

Once you've stepped on those switches, two huge prongs extend from the ceiling to either side of the monstrous demon. Next, stepping on the switch near the top of the lift sends a huge jolt of electricity between the prongs—arcing through the center of the bad guy.

The prongs reset after every burst, so you have to keep running around and stomping the switches to deliver jolts of juice. Three tends to be the magic number. As the monster dies, he sometimes gets off a tremendous parting shot, so prepare to sidestep or your moment of glory will be short-lived, indeed.

When the beast collapses in defeat, a walkway bridges the lava, and you can drop down a tunnel to the episode's final Slipgate.

Prima's

OGXW
Game

Secrets: Unauthorized

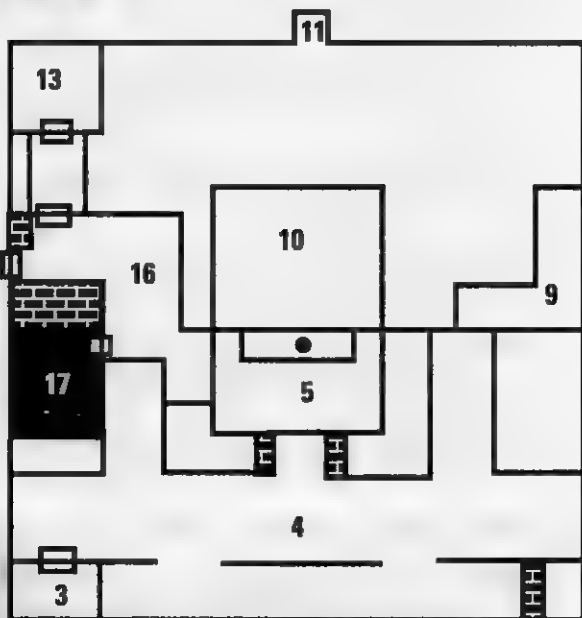
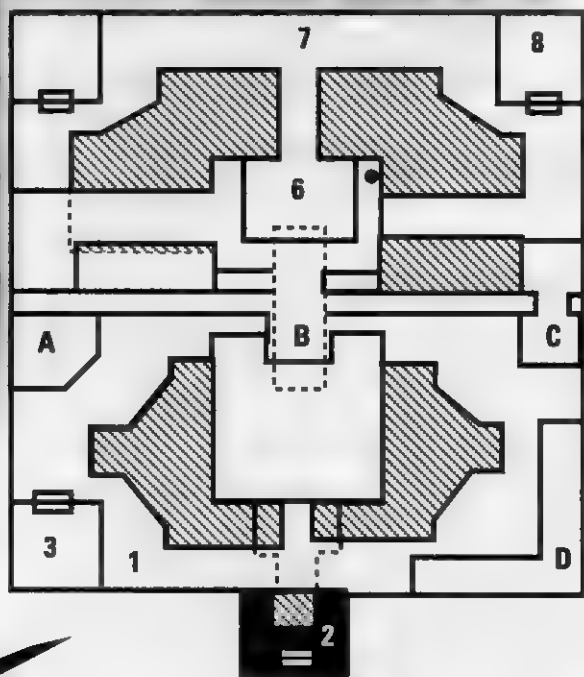
SECRET MISSION: Ziggurat VERTIGO

This MISSION consists of two major areas and one major trick—a total disregard for gravity. Both major areas are virtually identical—virtual mirror opposites, actually. Don't be surprised if it takes you a few play-throughs to figure out exactly where you are. Use the pyramid for your main landmark, and you'll master the layout in no time.

Mastering combat in the moon-like gravity is another thing, however. There are a few quirks within this warped anti-gravity environment that affect your ability to kill the bad guys and navigate the terrain. Briefly, they are:

-  All ordnance travels incredible distances—in all directions. In this environment, Grenades in particular have a virtually unlimited range.
-  Ground surfaces are not slippery: All sliding, strafing, and running tactics apply here.
-  When airborne, you can (sort of) control your direction and velocity. Practice makes perfect.
-  When on the offensive, get out the Rocket Launcher and pretend you're an attack helicopter. Leap up between ledges, unleash your ordnance, and float back down. Repeat until all is quiet.
-  You won't bounce off walls like a Superball. When trying to reach a platform, aim for a corner and use the walls to stop your flight.
-  Practically speaking, lifts only work in one direction—up.
-  You will never take damage from any fall unless you land in lava and either (a) aren't God, or (b) lack an active Pentagram of Protection.

Walkthrough



Prima's

OGXW
Game

Secrets: Unauthorized

SECRET MISSION: Ziggurat

VERTIGO At-a-GLANCE



1. Health, Pentagram of Protection, Yellow Armor, Shotgun Shells; Lift (3)
A Shotgun shells, Flechette, Health
B Flechette
C Health
D Rockets, Shotgun shells, Health

2. Secret Place. Quad Damage Rune, Health, Teleport Back to 1

3. —

4. Rocket Launcher, Health, Flechettes

5. Rockets, Yellow Armor, Flechette, Megahealth, Switch (opens access to 6)

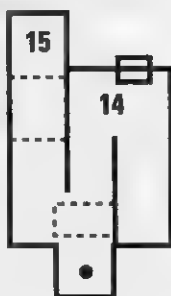
6. Switch to Open Lift in 7 and Gate between 1 and 7, Rockets; Health, Shotgun Shells

7. Lift, Shotgun Shells, Health, Rockets

8. —

9. Flechette, Rockets, Pentagram of Protection

10. Flechette



11. Megahealth

12. Health, Switch to Open 13; Shotgun Shells

13. Yellow Armor; Flechette (en route to 14)

14. Silver Key, Flechettes, Health

15. Rocket Launcher (on Easy skill setting)

16. Health, Exit

17. Secret Area. Flechettes

WALKTHROUGH

HIGHLIGHTS

 Find Two Secret Areas

 Bungee Jumping (without the Bungee)

 Swim in Lava—and Live!

 Get Your Grubby Hands on the Rocket Launcher

ONE SMALL STEP FOR MAN, ONE GIANT LEAP FOR PC GAMING

- 1 Before you run, you must jump—Whooooa!—Don't fall into the lava! And *don't* grab the Pentagram of Protection—yet!

Once your feet are firmly on the ground, from the starting point look up to your right for two lurking Ogres. Nail them into action. If you hit the left one, he'll drop down—becoming an excellent candidate for Grenade fodder.

You can jump to each platform. Go to them as you need supplies. Beginning at the platform in the far left corner from the start point (we'll call it Platform A), you'll find:

Prima's

OGRES
Game
Secrets: Unauthorized

- A. Shotgun Shells, a Flechette, and a Health box
- B. A Flechette (behind the Pyramid)
- C. Health boxes (jump to Platform D from here)
- D. Rockets

2 Secret Area. Grab the Pentagon of Protection, look at your feet, then gently slip off either ledge of the walkway. You should start sinking into the lava! Swim away from the Pyramid, look up toward the surface, and you should see a large rectangle of red light above you. Swim for it! As you pop out into this Secret Area, you'll fly right into a Quad Damage rune! Dash through the Teleport. Snatch the Yellow Armor and run to the lift.

Walkthrough

- 3** Enter the lift, turn around, and prepare for an Ogre attack as soon as you step off.
- 4** Ogre attack! Clear a path to the right and go into the second alcove on your left to score a Rocket Launcher. Helicopter up and try it out. If you sustain too much damage from your own Rocket attacks, we suggest you switch to the Supernailgun, at least

until the action settles down here. The cage in front of the lift is a Secret Area (17).

Leap up to where the Ogres attacked from. That's area 5.

- 5 If you did some serious Helicopter attacks, this area should offer nothing but Ogre chunks and supplies for you to pick over. Scurry up either narrow ramp to the Megahealth and Quake switch. When you hit this switch, the bars that block the hallway through the Pyramid open.
- Step off any ledge and soft-shoe back to where the Pentagram of Protection was floating. Go through the Pyramid and prepare for an Ogre sneak attack.
- 6 Before you descend the short flight of stairs into this area, look to the bottom left for Health boxes, then look above the ledge on the right. You should see a Quake switch—but you probably won't see the Ogre greeting party. Uh-oh. When you hit this switch, you not only



NOTE

To soften up the Ogres in Room 16, drop a cluster of Grenades through the bars in the floor to the left of the Quake switch platform (as you face the switch). You should see a Health box below. Shoot your Grenades through the door past the Health box. The floor-bars in the corner of the room keep you from the Secret Area at 17 and a Flechette cache.

unlock the doorway below Platform C, you take down the barrier between you and the lift in 7. Meander down the catwalk opposite the switch for Health boxes and Shotgun ammo.

- 7 This room is the mirror-opposite of the one at 1. As you enter, note the lift on your right—it takes you to 8. (We won't need the left lift in this walkthrough.) You can't get into the alcove next to the crucified ghoul from here, though you can quite easily from 10. Go left around the lava for an otherwise unseen box of Grenades.

The high ledge across from the lift is 9. You can rocket the Ogre protecting it to bits from where you stand, or you can take him out from 8. The choice is yours.

Note that the now-opened hall between the two large rooms is on the floor way below the Ogre platform (9). Go into the lift, turn around as you ascend, and get ready to rumble.

- 8 Take out the bad guy(s) in front of you. If the Ogres on 9 aren't dead yet, kill them from here. While you're at it, kill the Ogre standing on the walkway behind you to your right if you can—both below you and across from you. But regardless of what you do, **DO NOT LET THE SHAMBLER SEE YOU.** In other words, **DO NOT JUMP UP!** Coming even with the

Shambler's ledge (12 in the walkthrough) alerts him to your presence. You're not ready for him. Yet. Return to the front of the lift and step off the ledge to land softly on 9.

- 9 Grab the Pentagram; take out the Ogre to your left on 10; leap down to the lift and go out on the ledge directly above the lift. While the Pentagram lasts, you've got a fighting chance against the Shambler—and since you're pinned into a corner, the Shambler can't bat you around like a cat toy and no lesser beasties will flank you (and possibly knock you off a ledge, wasting precious Pentagram time.) Once your Pentagram runs out, and if the Shambler still shambles, leap back down to 9 en route to 10.
- 10 From here not only can't the Shambler hurt you, but you can easily make a slow running leap into the alcove next to the crucified ghoul for Megahealth.
- 11 Once you've got that all-over glow, drop down to the ground and go back up the lift to 8 and finish off the Shambler (if necessary).
- 12 Pressing the Quake switch gives you access to 14, the Silver Key room. It also releases an Ogre from a hidden platform outside the Silver Key room—that

is, if you didn't kill him back at 8. From the switch, float to the large platform immediately to the lower right. From there, launch yourself toward 13 and the Yellow Armor.

- 13** From this platform, you should see the Silver Door. If only you had the Silver Key ... Simply face the door and drop off the ledge; turn left and face the open door (the switch at 12 opened it); drop onto the ledge (note the Flechettes behind you) and go through the door.

- 14** Turn right and behold the blue steps. Duck into an alcove to the left and behind them for a pair of Health boxes, if you need them. The Silver Key hangs before you in the room atop the blue steps.

Get out your Supernailgun, face where you came up the blue steps, and walk backward over the key. A horde of Scrags appear out of nowhere to give you a bad time. Once you've mowed them down to size, exit the room and climb the steps en route to 15. If you're playing the Easy skill level, a Rocket Launcher awaits you.

- 15** You should be looking at the Silver Door. From here, it's an easy leap to the door. Go for it. If you miss, the lift will happily take you back up to the Silver Door ledge.

Walkthrough

- 16 As soon as you open the door, watch out for an Ogre attack! To your right is the Slipgate exit—but don't go there yet! Instead get out your wimpy Single-barreled Shotgun and prance down the left hallway. At the end of the hallway, turn to the right, shoot the off-colored rectangle of wall, and voila! A Secret Area.
- 17 **Secret Area.** Go in and collect your Flechettes. Now get out of here. Gloom Keep requests your presence.

Prima's

Ogre
Game

Secrets: Unauthorized

Deathmatch, Quake Style

WE HAVE NO doubt that id's designers lovingly crafted each *Quake* mission with Deathmatch firmly in mind. As evidence, consider that *Quake's* game engine treats single-player games as if you were actually in multiplayer mode ... with only one player. No, it isn't some weird philosophical conundrum. It's actually the best thing that's ever happened to Deathmatch.

The Buddy System

One of the most innovative aspects of *Quake* Deathmatch concerns team play, and the ability that *Quake* gives players to gain advantages by being "team members."

If you wear the same color pants as other team members, you have the option of not being harmed by friendly fire. This can be a huge advantage, allowing you, in effect, to use members of your team as bait. Of course, the "bait" has to survive being the center of attention long enough for that kind of trap to be effective.

Multiplayer *Quake* offers a number of other interesting features, including the ability to set time or kill limits, join a game already in progress, and advance with other

players between missions.

For details on how to configure a multiplayer game, check out the manual.txt file included with the shareware.

THE LAY OF THE LAND

Online multiplayer software and hardware considerations aside, also notice the structure of the missions themselves. Very circular. That is, there are numerous ways to access each encounter area, and countless ways to complete a mission. In addition, mission layout is generally tight, meaning your online time isn't wasted while you look for trouble.

The inclusion of otherwise enigmatic niches and hidey-holes makes perfect sense once you step into a Deathmatch. In multi-player games, these added touches do much more than create a mood ... although, of course, they do that, too.

Suddenly, in Deathmatch, those insignificant places are populated with monsters and treasure. Otherwise blocked-off alcoves and passages open up in multiplayer games, making an already out-of-this-world slaying ground truly stellar.

We could blather on and on about the greatness of the mission design ... and the coolness of crowded combat ... and how much fun it is to play "Axes Only" ... But we need to address some universal Deathmatch tactics. One caveat: We don't know many people who prefer

cooperative play over the down-and-dirty, chunkify-yer-buddies Deathmatch. We've done a lot of both, and we inevitably find ourselves shooting each other in the back instead of puncturing the bad guys.

We wager that you feel the same, and so the majority of these tactics apply most directly during head-to-head play. *Quake* threatens to broaden the generally accepted notion of Deathmatch as a homicidal free-for-all, however, with the added ability to form cooperative teams. Most of these single-player tactics still apply, you just have the added security of someone watching your back.

It boils down to this: The better your single-player skills, the more deadly you'll be in Deathmatch.

Specifically:

 Run, don't walk. If you don't run, you're dead. The first thing you'll notice is that your human opponents move much faster than their monster counterparts. The hero in *Quake* doesn't move as fast as *Doom's* Space Marine or *Duke Nukem*, but he's quick for his size.

Because you all move at the same speed, all things are essentially equal. That is to say, the best player usually wins. If your movement and battle strategies aren't sharp, precise, and almost second-nature, you'll be dead before you know it. If you don't know the lay of the landscape, you're also at a tremendous disadvantage.

 Be unpredictable and opportunistic (especially if you play against the same opponents a lot).

 Hide out in darkened corners, niches, and alcoves. Don't forget where the monsters hang in the difficult modes of single-player games: Chances are you can stage an even better ambush than the average Ogre.

 Listen for gunfire and try to anticipate where your enemy or enemies are coming from, or where they're going.

 Knowing that adversaries are also listening for clues, create distractions. Waste a few rounds to make others think something's going on. When they come to investigate, they'll walk right into your ambush. Hopefully.

 Get a high vantage point, and use it.

 Let the number of players help determine which mission you fight on. Simply put, the fewer players you have, the smaller the area you'll want to use as your venue. Otherwise you'll waste a lot of time just trying to find each other.

 Investigate the mission's layout in multiplayer mode by yourself before you actually go online looking for a fight. In Quake, you can do this, and

you can bet your life your opponents have. Note that Cooperative mode multiplayer action uses the same mission map as a single-player game; the difference is that the weapons respawn. No more fightin' over who gets the Grenade Launcher.

 Consult the built-in game documentation for some basic strategies, as well as hardware/software technical information, to optimize or modify your gameplay.

AN ENCOURAGING WORD

Every professional hit man knows there are countless ways to kill. Your only limit is your creativity.

And there must be weirder aspirations than to be the Leonardo da Vinci of Quake hit men. We can't think of any, off the top of our collective heads, but surely there must be ...

Be bold. Be brave. Set the standard.

CHEAT CODES

YOU WANT 'EM, we got 'em. To date, these work for all Quake shareware versions from .92 and older. Unlike other DOS-based, Doom-style games you may have played before, you don't type in a cheat code during gameplay. Quake accommodates its multiplayer setup this way—a setup that allows players to drop in and out of games already in progress.

To activate your cheats, hit the  key to bring down the Running Events log. This pauses your game (thankfully). Type in your cheat, hit  to enter it, then Escape. To deactivate your cheat, follow the same procedure. Once you get used to this new way of doing business, it's a piece of (death) cake.

Cheat Code	What It Does/How It Works
GOD	Invincibility
FLY	(while flying use: [D] to ascend; [C] to descend)
KILL	Suicide (ends game and reloads at beginning of current mission)
MAP ExMy	Warp between levels.* x = episode; y = mission number
SKILL x	Change skill level during play.** x = skill level (0-3)

The "give x" commands provide you with your weapon of choice without ammo.

Cheat Code	Weapon (w/o ammo)
GIVE 1	Axe
GIVE 2	Shotgun
GIVE 3	Double-barreled Shotgun
GIVE 4	Nailgun
GIVE 5	Supernailgun
GIVE 6	Grenade Launcher
GIVE 7	Rocket Launcher
GIVE 8	Thunderbolt

* When you warp between levels, you lose all weapons and bonuses you may have accumulated. In other words, you start with 100 Health points, no armor, an Axe and your trusty Single-barreled Shotgun.

** 0-3 is Easy through Nightmare skill. The skill level itself only changes between missions and before new games.

Prima's

OGXW
Game

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The "GIVE x 255" cheat supplies you with full ammo. The letter selects the ammo type. The number after the letter selects the total amount of ammo (255 is the maximum you can carry). So, to give yourself a total of 20 shotgun shells, you'd type: GIVE S 20 and then hit Return.

Health works a little differently. You can have a maximum of 1,000 Health points. Unlike a Megahealth boost, these points don't degenerate over time. However, you go back to a maximum of 100 Health when you start a new mission.

Cheat Code	Item
GIVE S 255	Shotgun Shells
GIVE N 255	Nails
GIVE R 255	Rockets/Granades
GIVE C 255	Charges (for Thunderbolt)
GIVE H x	Health (x = 1-1000)

The "impulse" cheat provides you with everything else that makes this world worth killin' for.

Cheat Code	What It Does
IMPULSE 9	All Weapons; Full Ammo
IMPULSE 11	Gives you a Rune*
IMPULSE 255	Gives you Quad Damage
IMPULSE -1	Gives you Quad Damage

* You need four Runes to complete the full game. In the shareware, you can only get a single Rune because you can only complete Episode One. Check the top right side of the status bar each time you activate this cheat to see a new Rune "light up."

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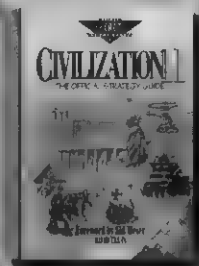
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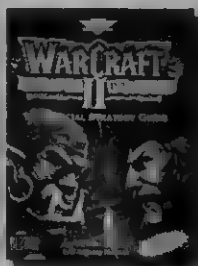
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